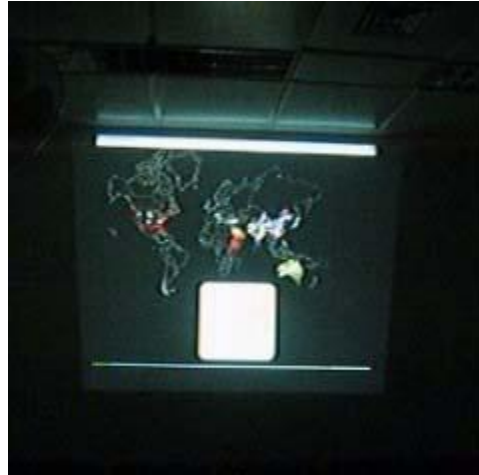


This was the first try with the projection I had made ,just to see how much light illuminates the space.As I want to have a dark space around my map in the show.



Here I tried it without the white boundary and darkening the space more .As visible the outline of the projection is very disturbing. I think with the mini bulbs around the world map this is going to be solved hopefully. In addition the glossy surface caused much trouble in good projection.



Here is when I tried to adjust the height and width of projection itself as well the distance from roof and floor. So that when a viewer stands at a distance, he still can see the stills and animations clearly



As visible this is projected on the screen and the animation in the preview window is reflected due to the shinny surface .So I removed the screen and projected it onto the wall.



This is the projection onto the wall. It has a rather matt effect now and doesn't cause reflection.